

FIG. 1

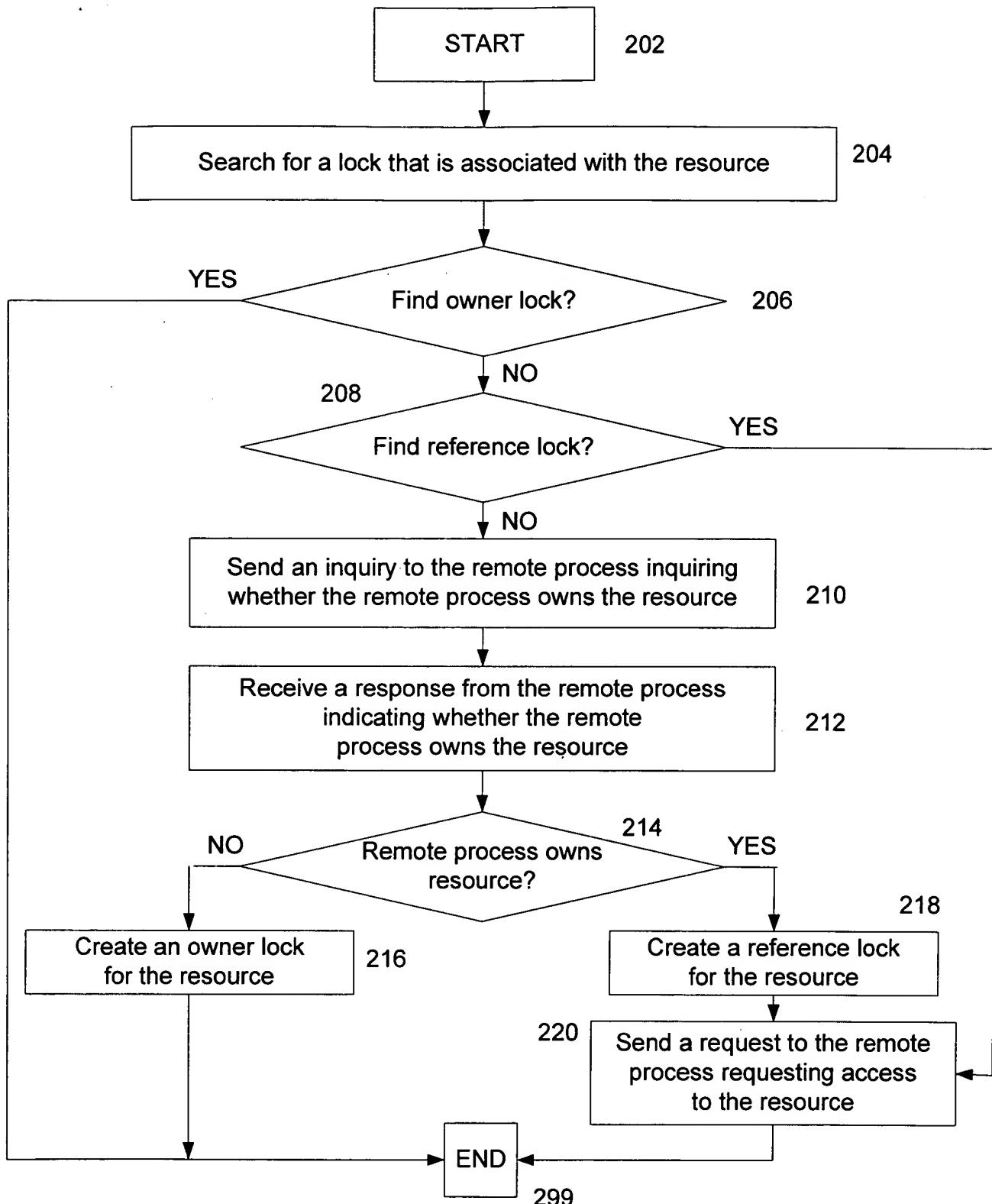


FIG. 2 (200) - ACCESSING A RESOURCE BY A PRIOR ART LOCAL PROCESS

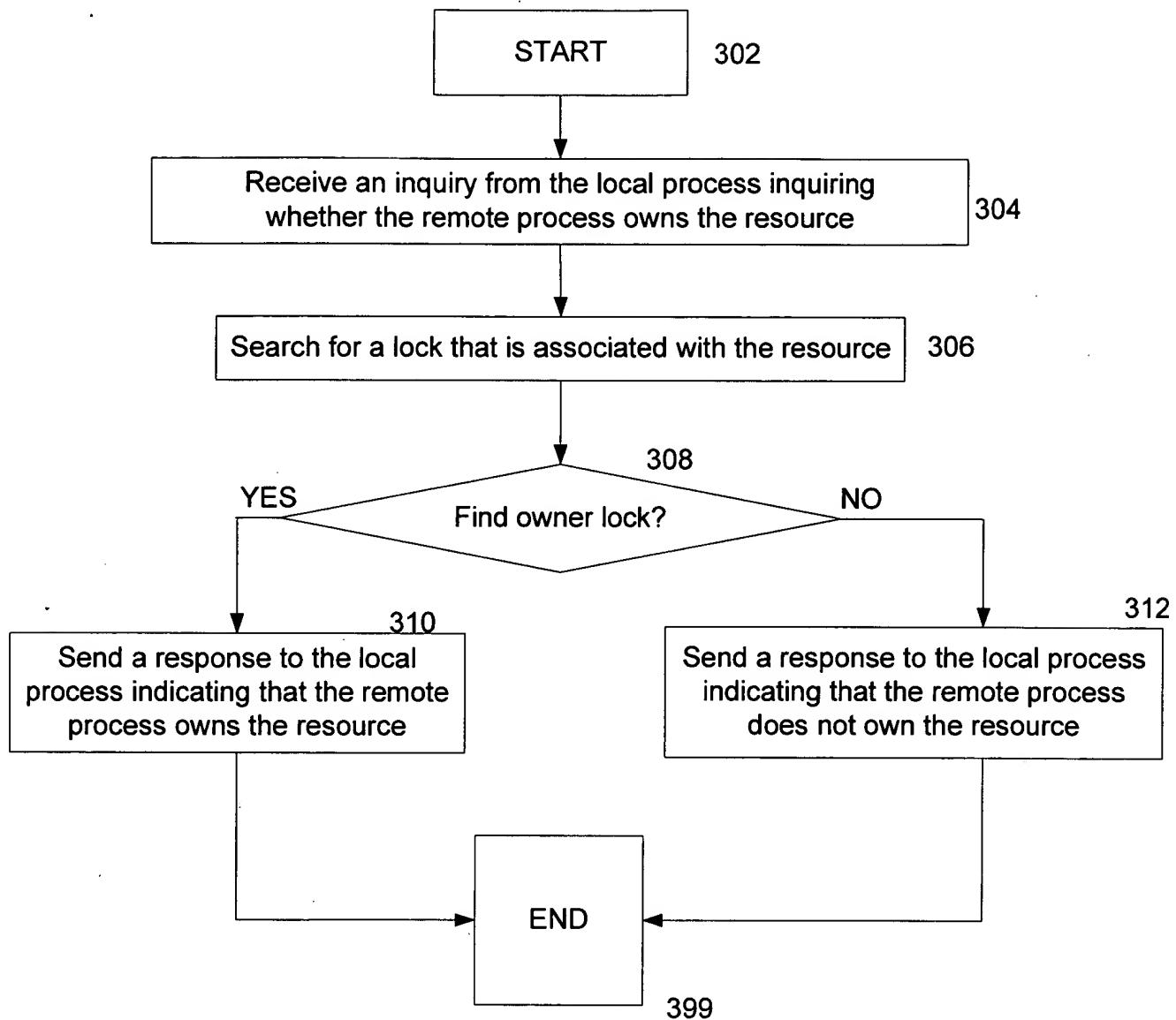


FIG. 3 (300) - PROCESSING AN INQUIRY BY A PRIOR ART REMOTE PROCESS

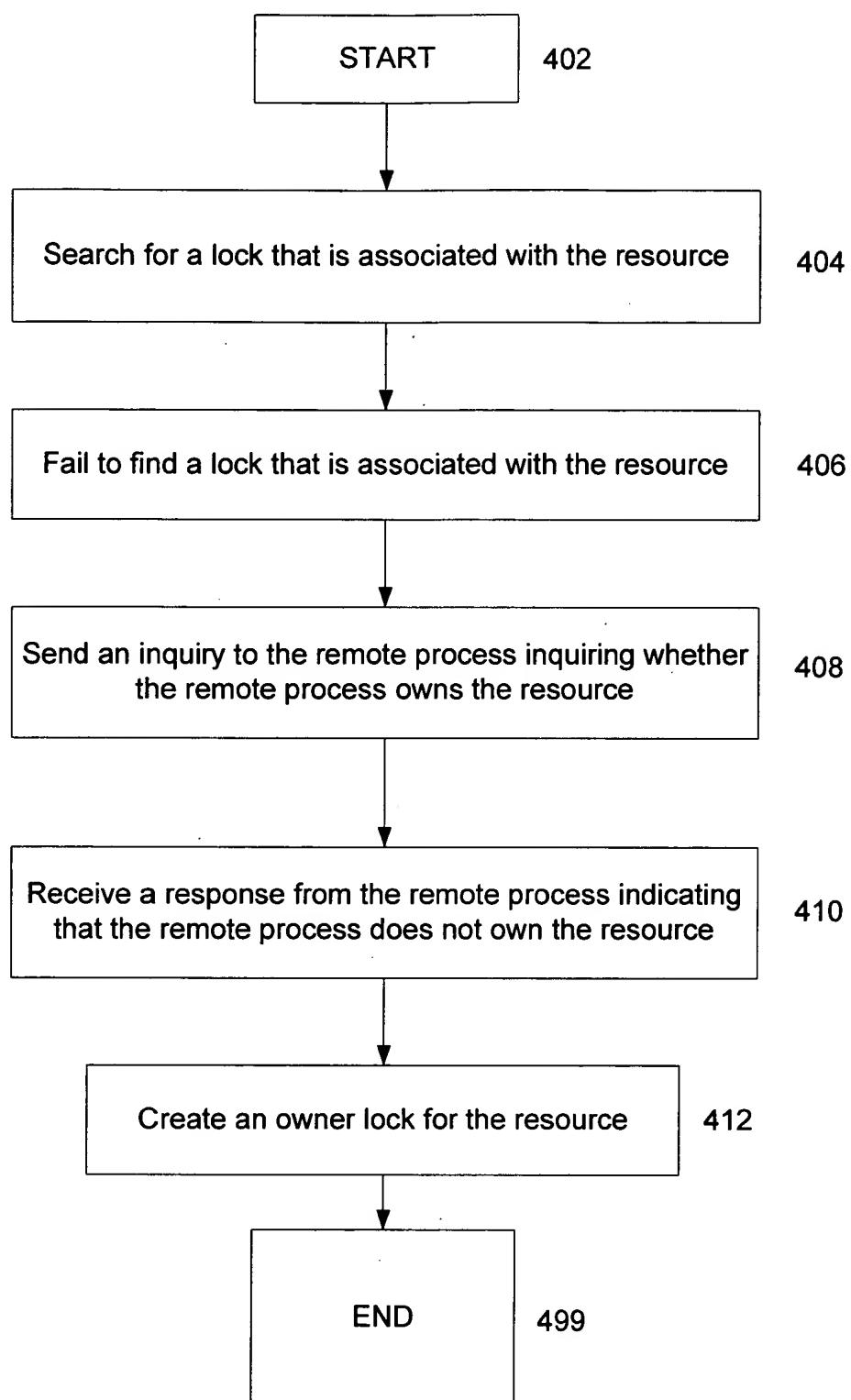


FIG. 4 (400) - CREATING AN OWNER LOCK BY A LOCAL PROCESS

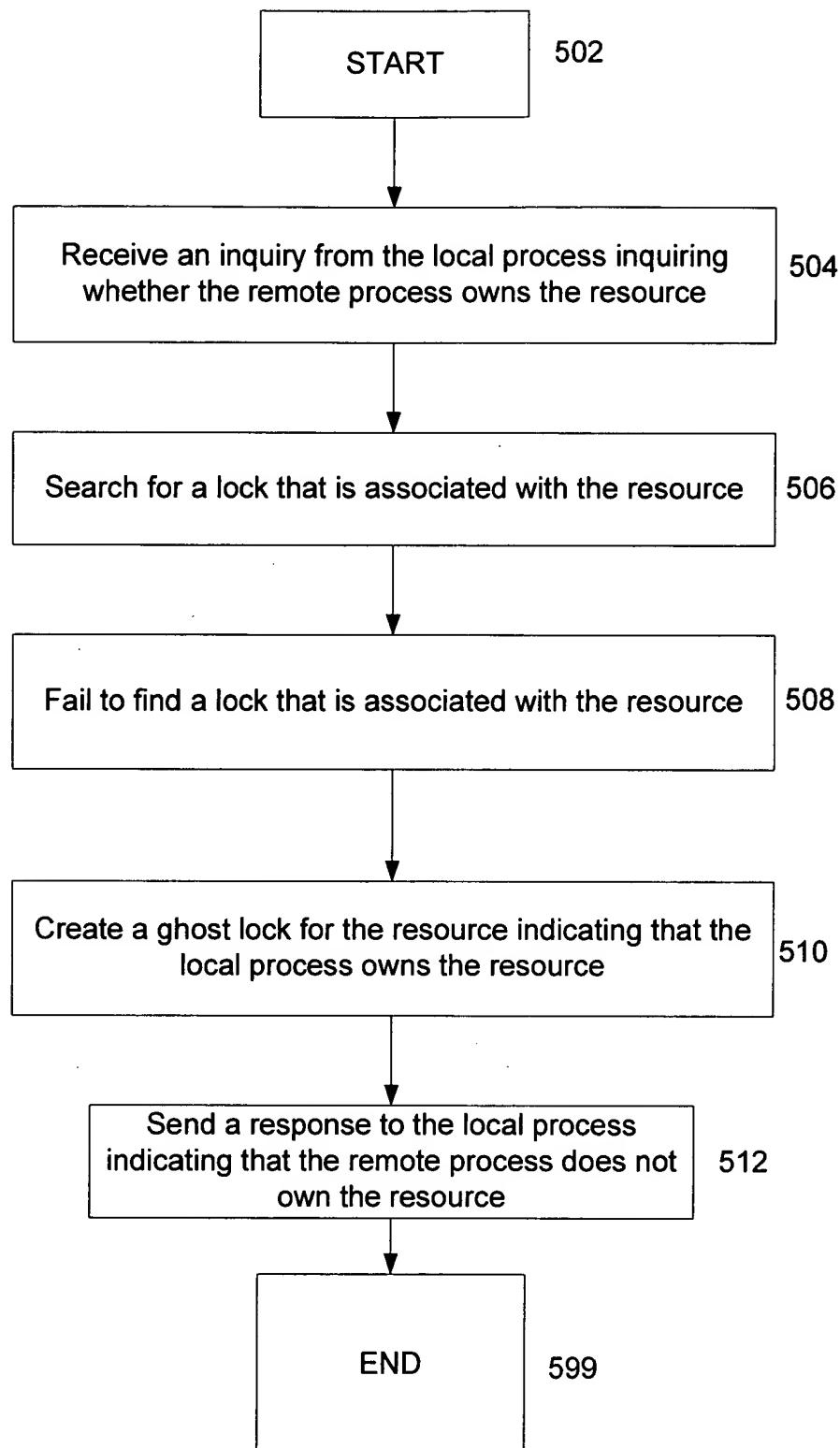


FIG. 5 (500) - CREATING A GHOST LOCK BY A REMOTE PROCESS

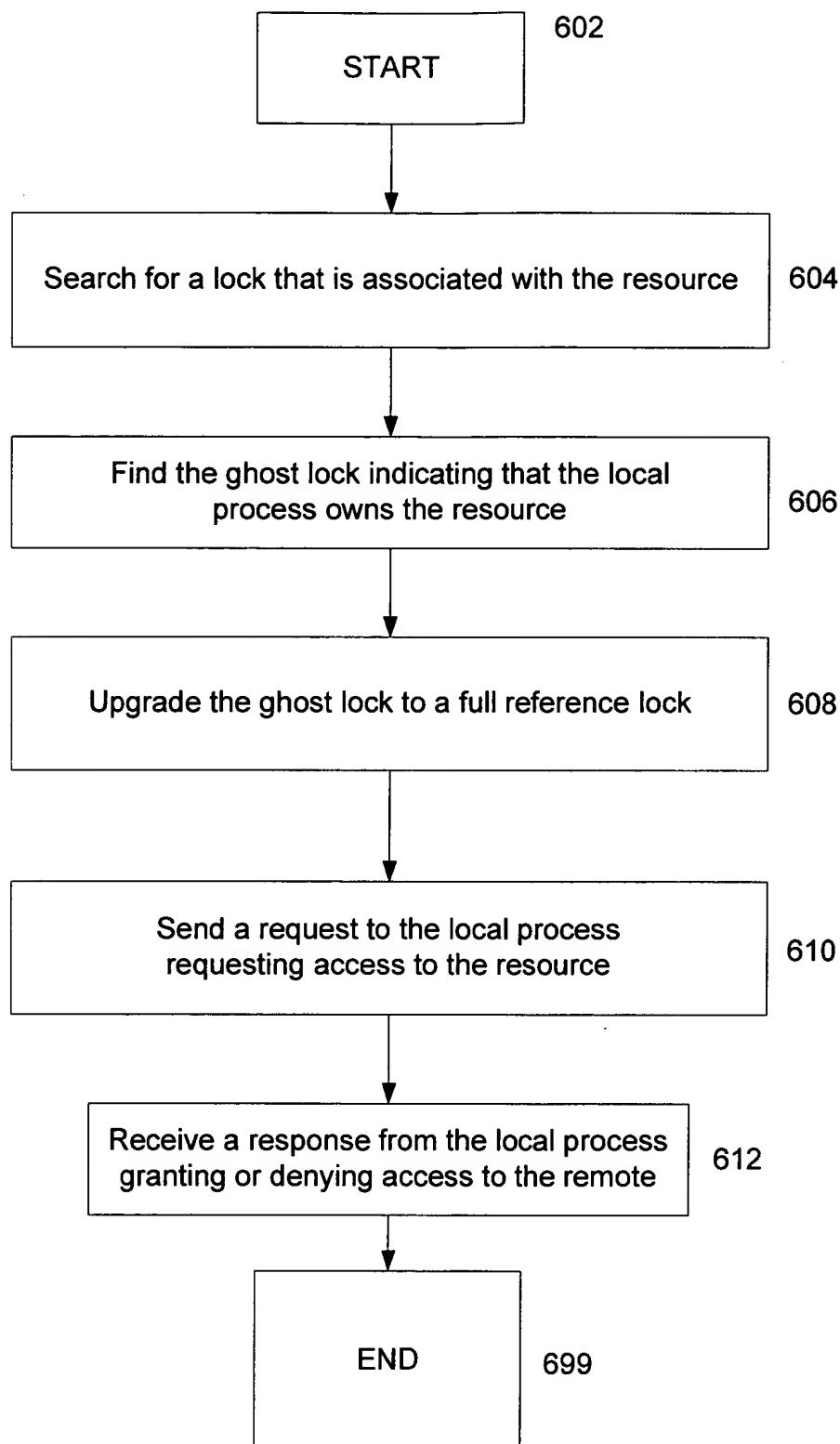


FIG. 6 (600) - UPGRADING A GHOST LOCK TO A REFERENCE LOCK

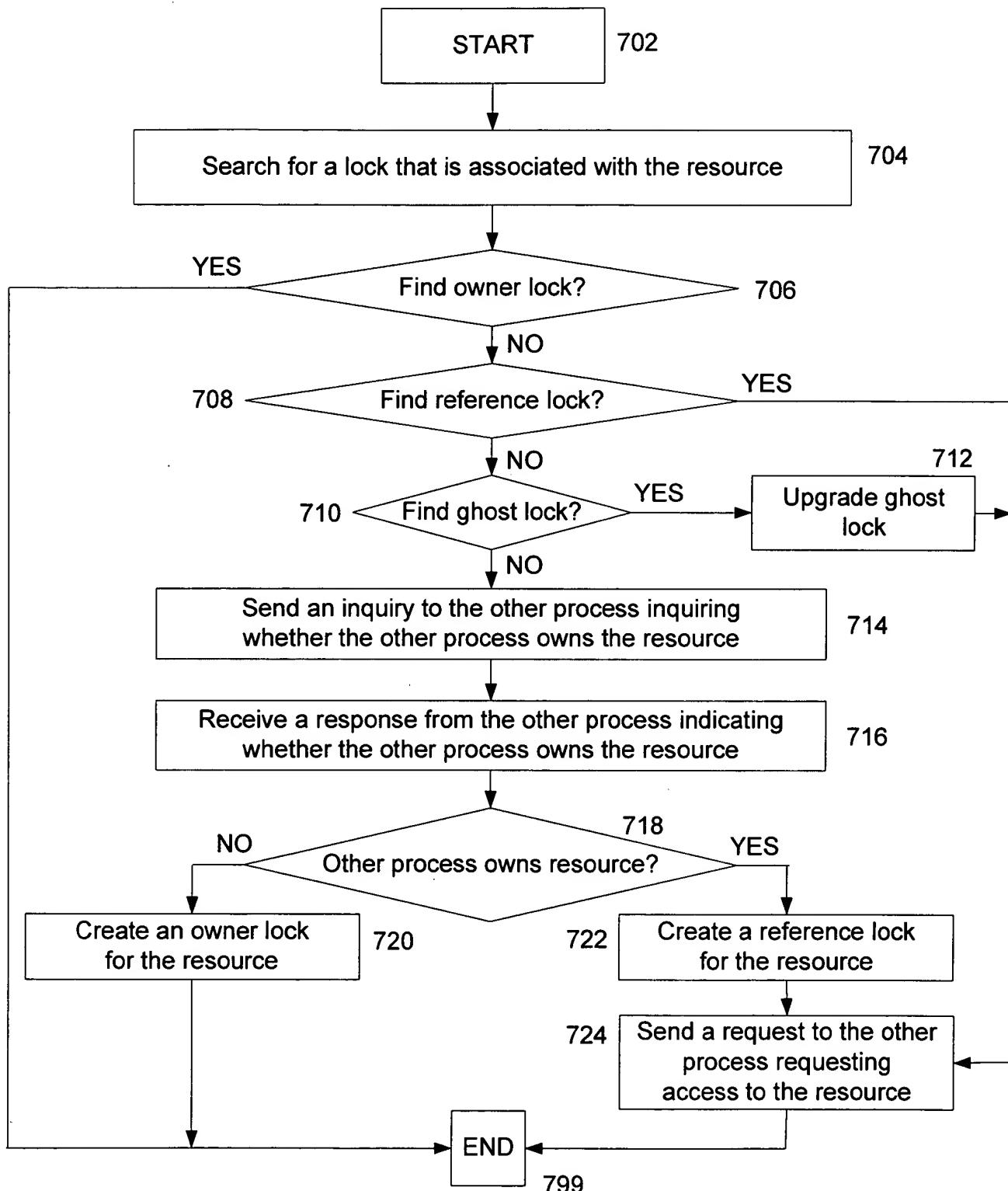


FIG. 7 (700) - ACCESSING A RESOURCE

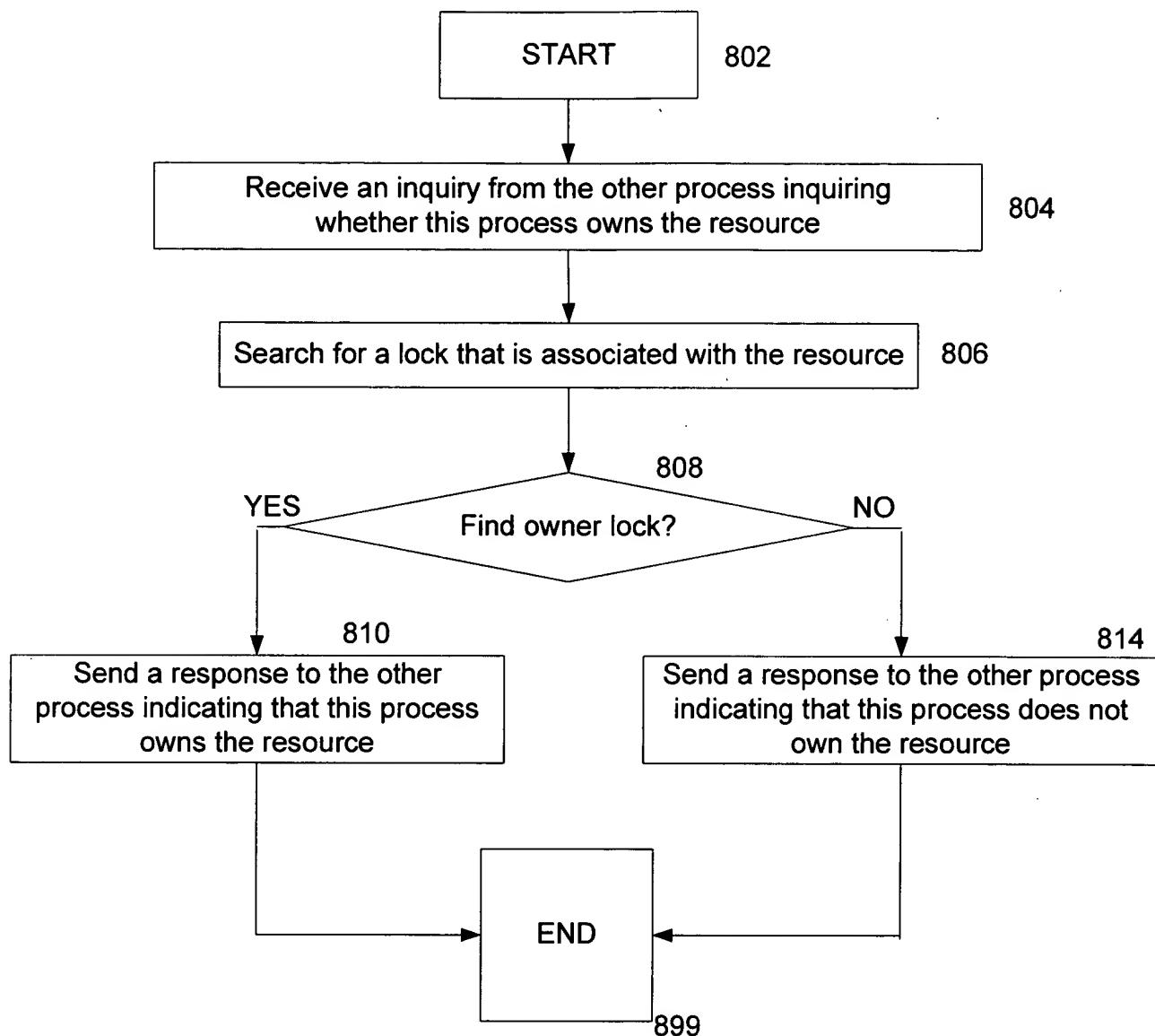


FIG. 8 (800) - PROCESSING AN INQUIRY

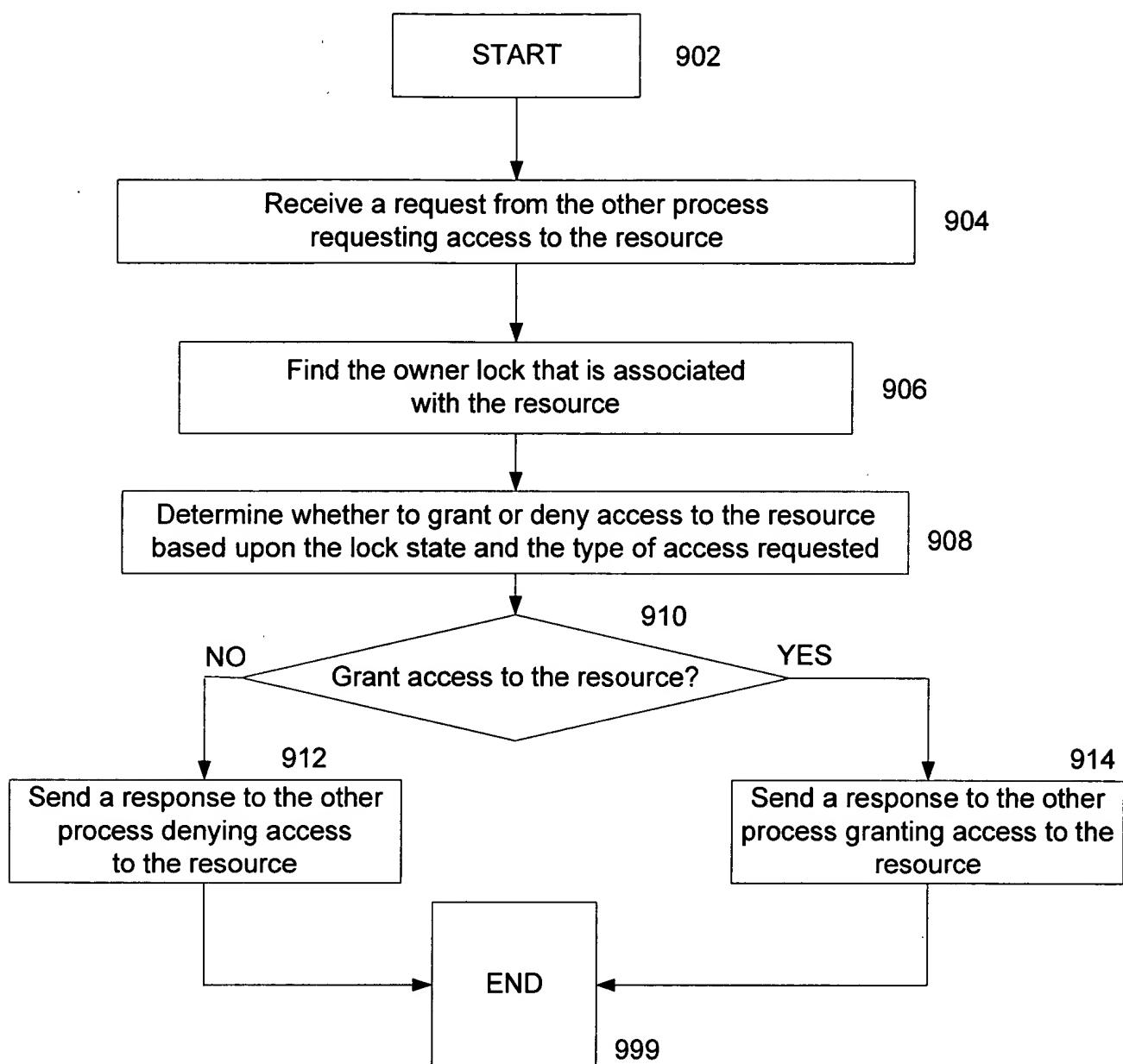


FIG. 9 (900) - PROCESSING A REQUEST

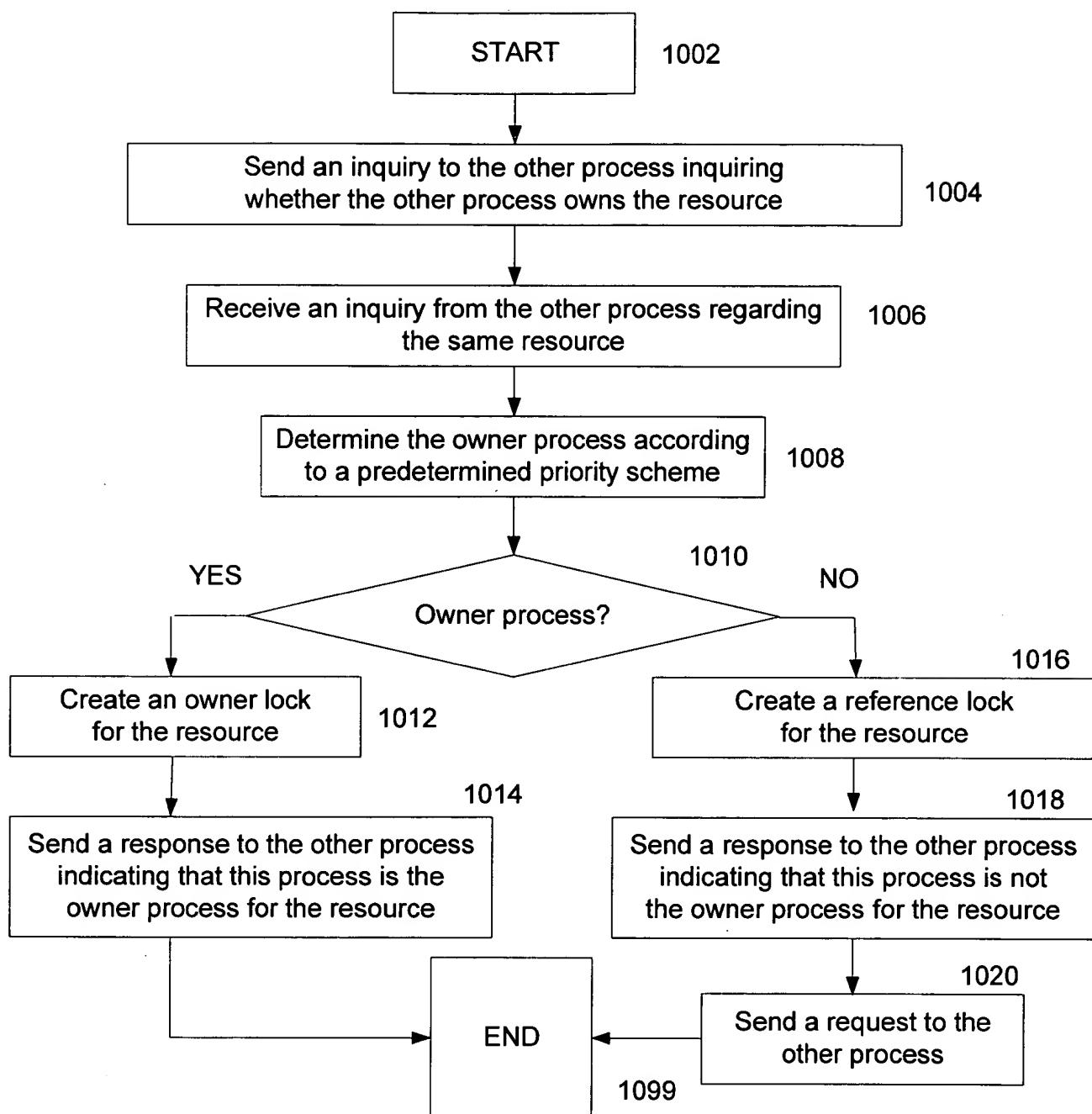


FIG. 10 (1000) - RESOLVING A COLLISION CONDITION

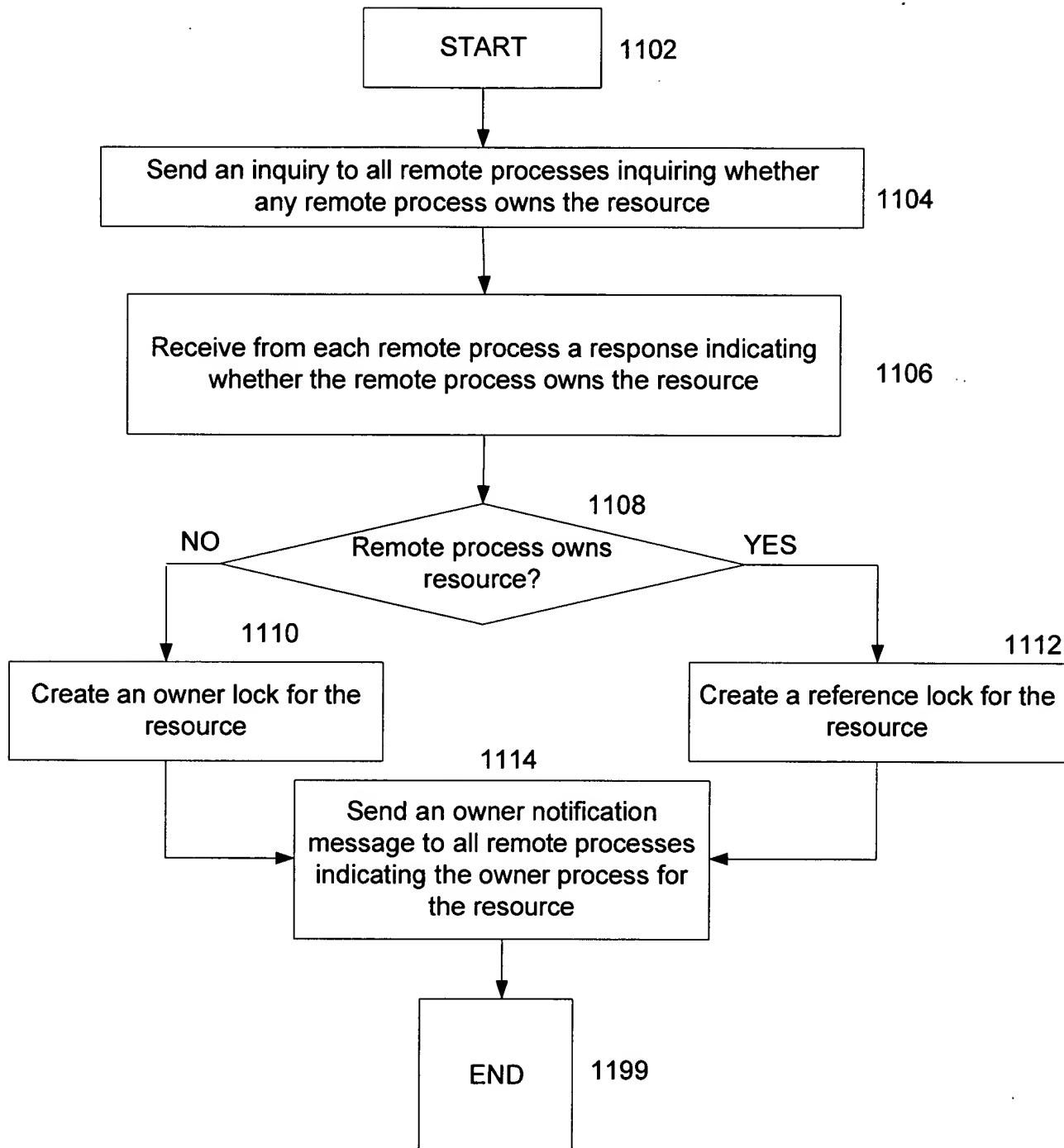


FIG. 11 (1100) - EXPLICIT NOTIFICATION MECHANISM TO DETERMINE OWNER

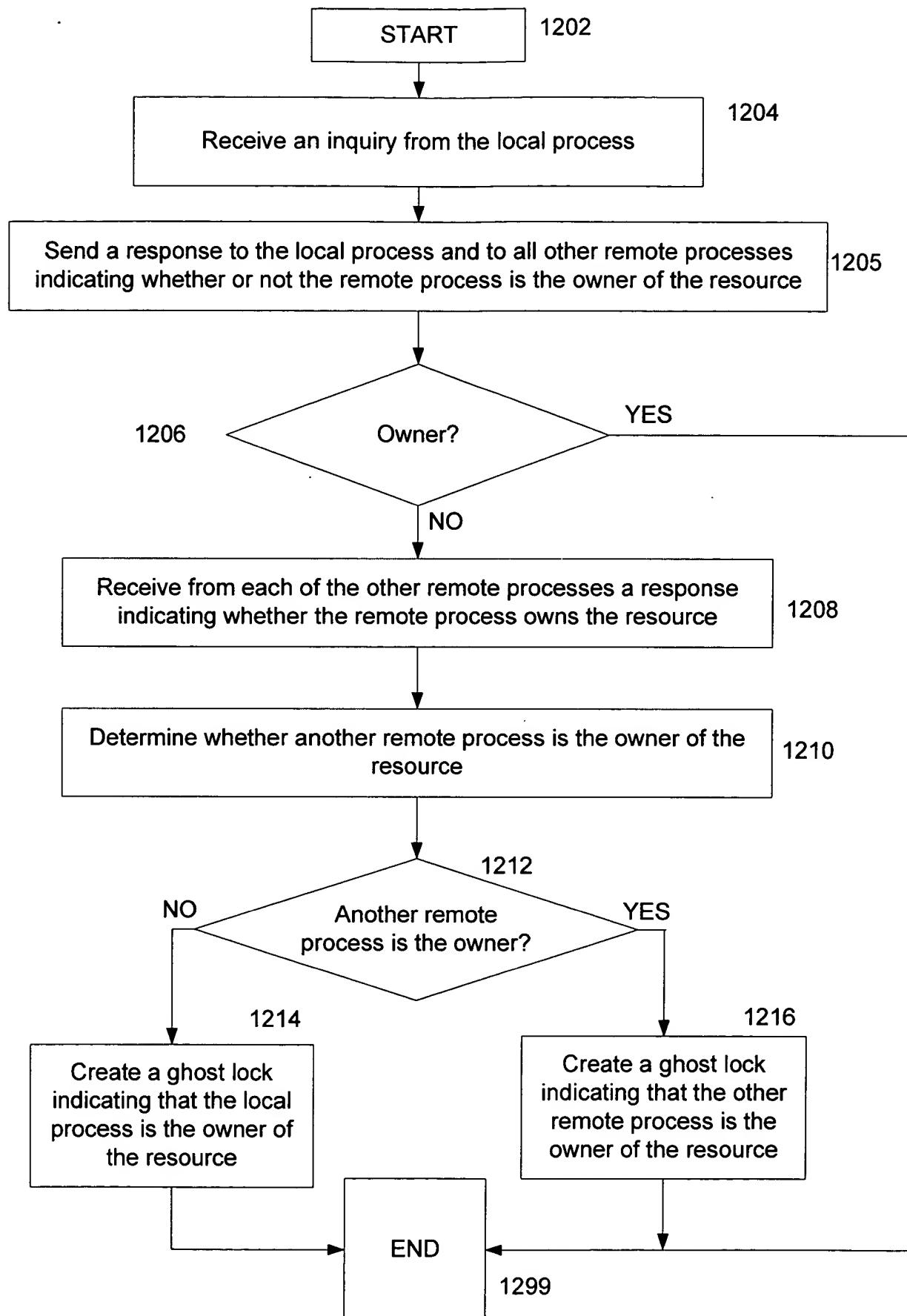


FIG. 12 (1200) - IMPLICIT MECHANISM TO DETERMINE OWNER

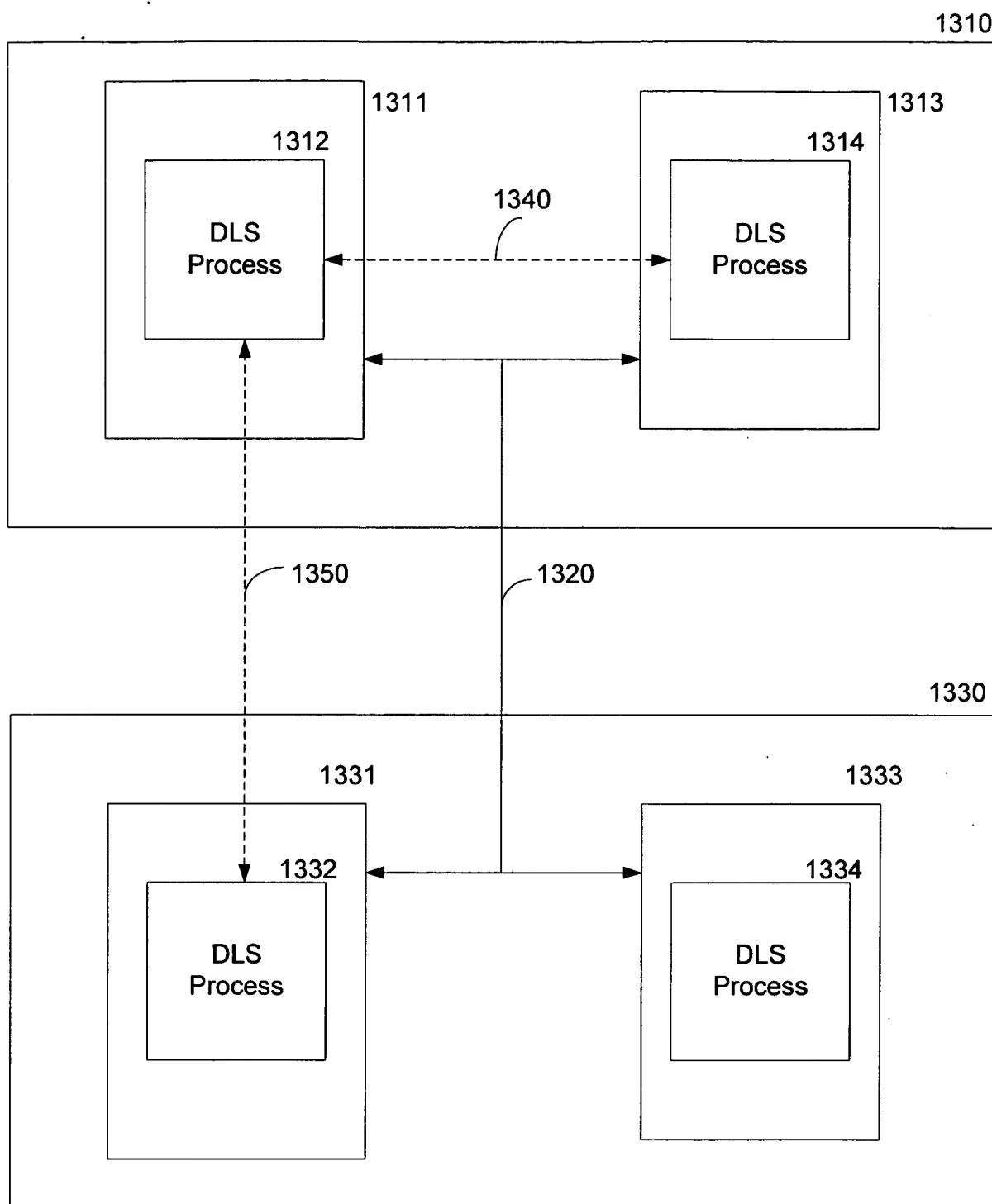


FIG. 13 (1300)

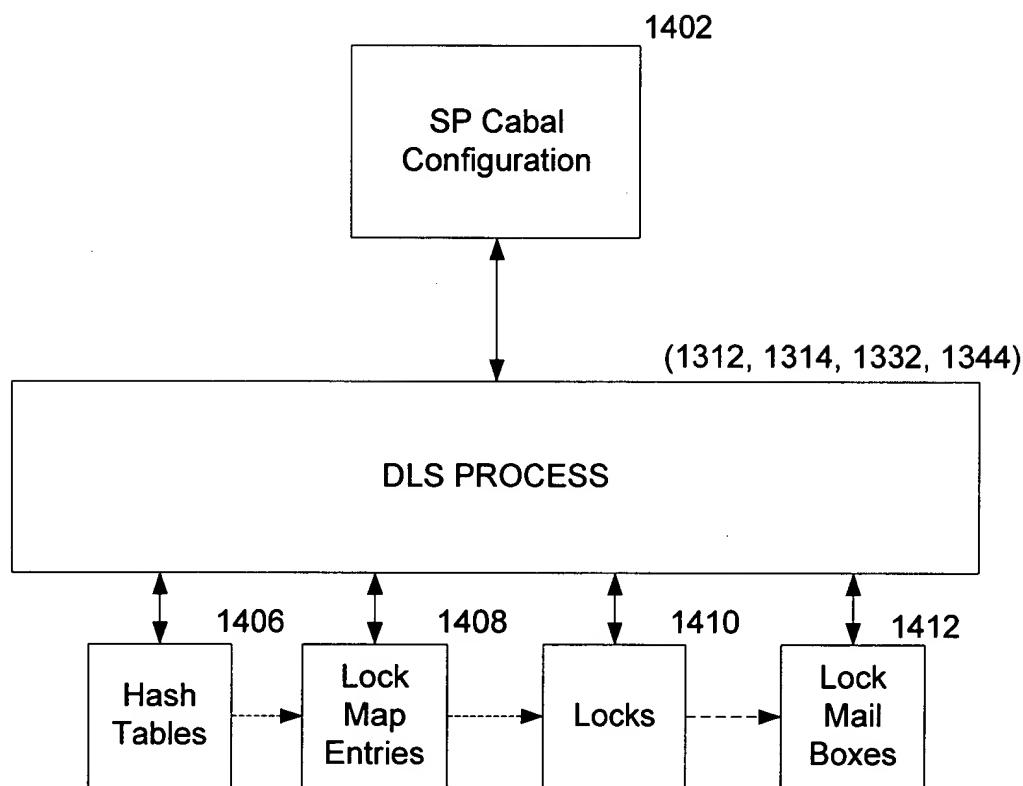


FIG. 14

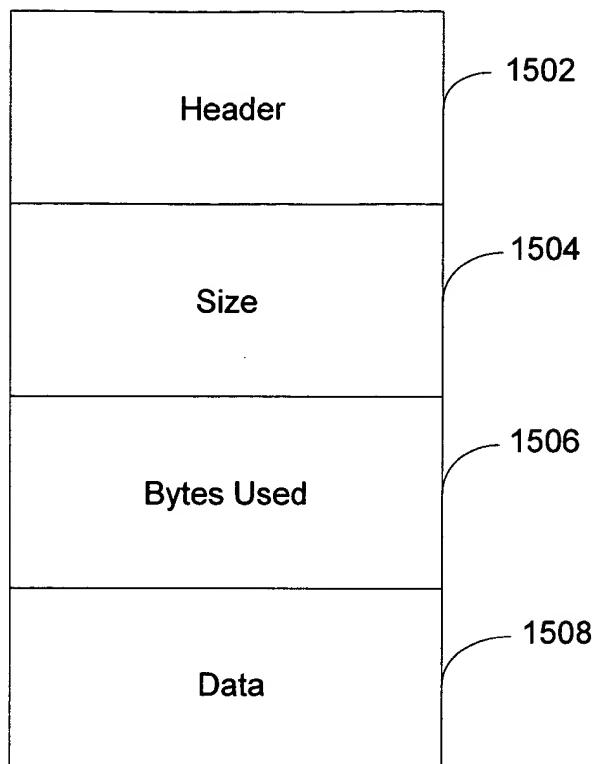


FIG. 15 (1500) - LOCK MAILBOX DATA STRUCTURE

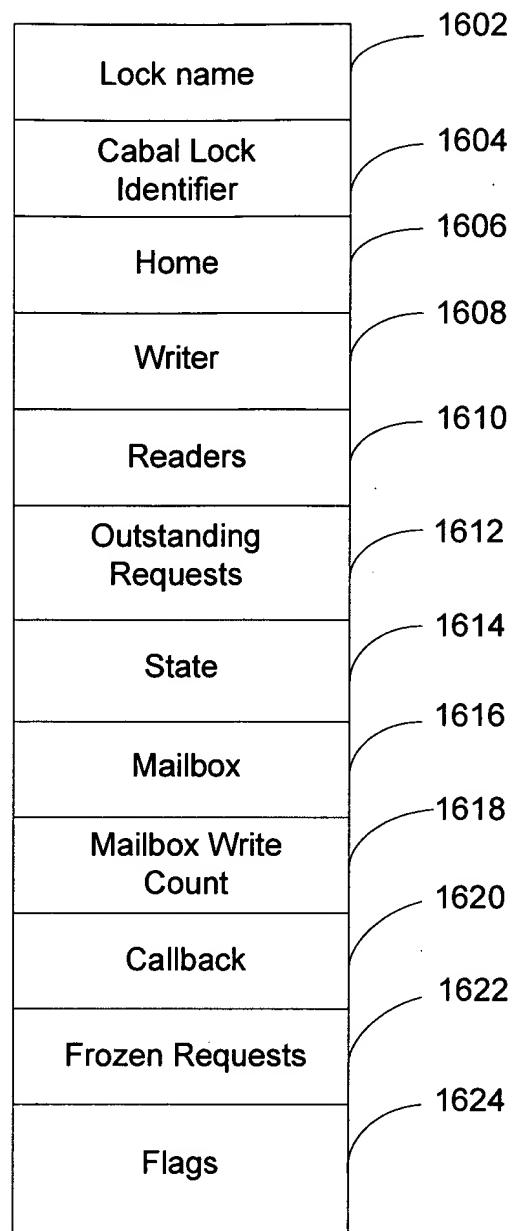


FIG. 16 (1600) - LOCK DATA STRUCTURE

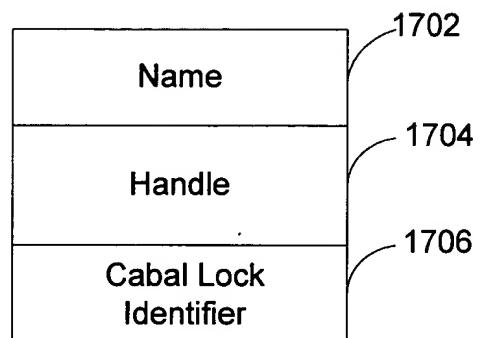


FIG. 17 (1700) - LOCK MAP ENTRY DATA STRUCTURE

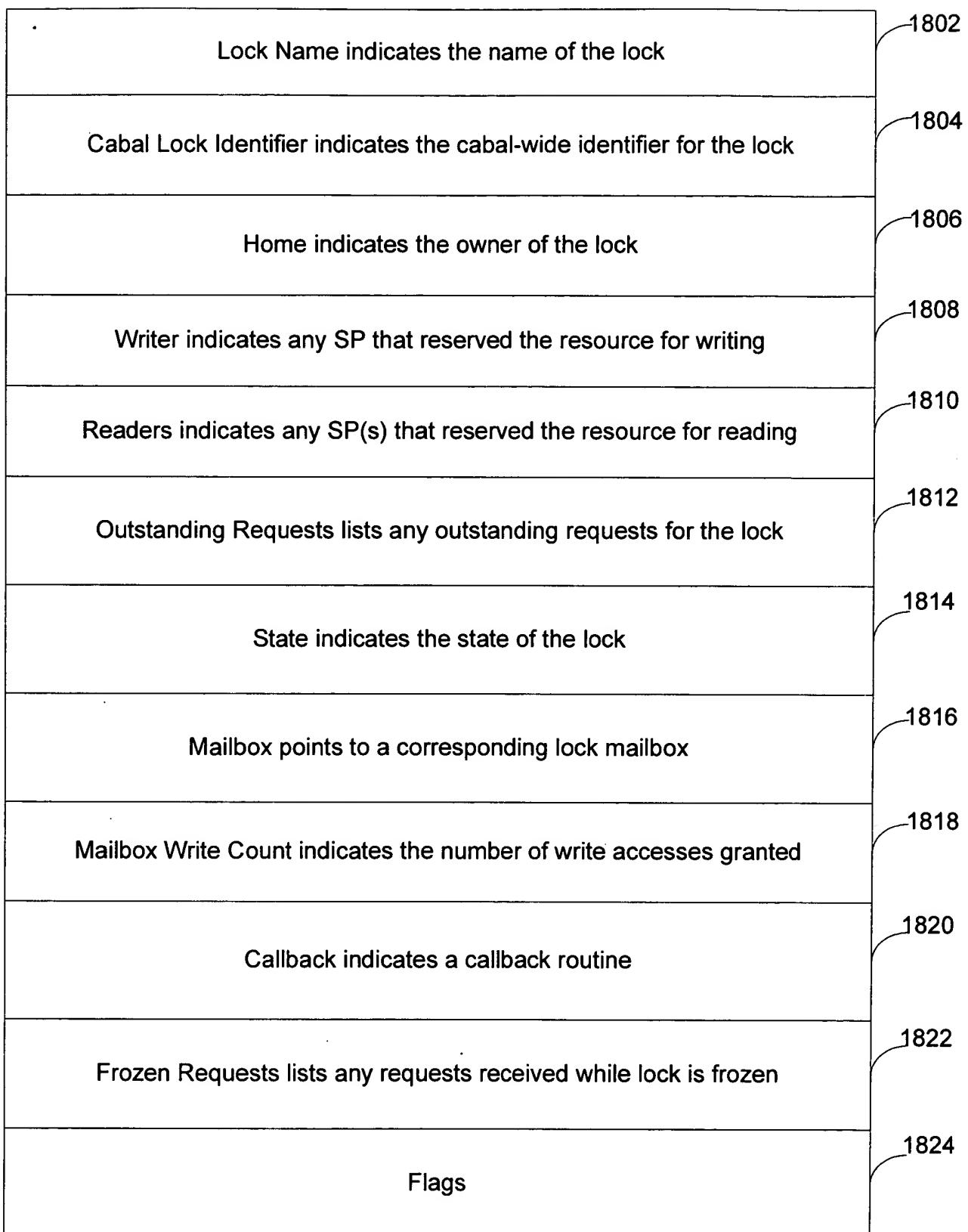


FIG. 18 (1800) - OWNER-REFERENCE LOCK

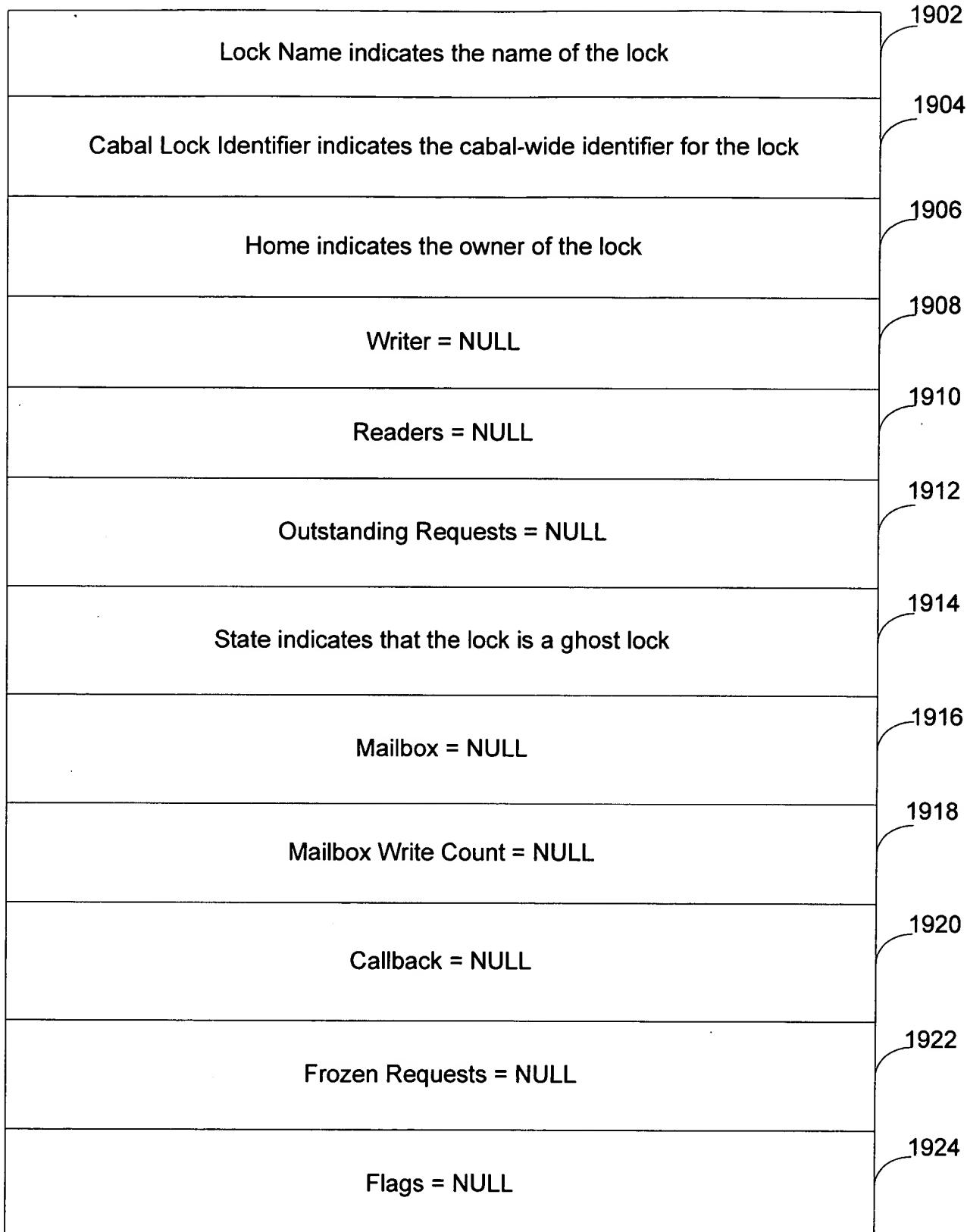


FIG. 19 (1900) - GHOST LOCK